

**IN THE CLAIMS:**

**1. (currently amended)** An image generating system, comprising:

A a polygon direction judging means for judging a direction of a polygon constituting a three dimensional model, in relations relation to a viewpoint; and

A a contour generating means for shifting vertices of a first polygon that face a back side in relation to the viewpoint, in a direction of a normal, for generating a second polygon by connecting said vertices thus shifted, and for painting said second polygon with a color that is darker than a color of said first polygon;

wherein the normal for each of the vertices of the first polygon is determined as an average of normals for each of a plurality of surfaces of the first polygon that abuts the vertex.

**2. (previously amended)** The image generating system according to claim 1, wherein:

said contour generating means can generate said second polygon with a different quantity of shift for each three dimensional model.

**3. (previously amended)** The image generating system according to claim 1, wherein:

said contour generating means can paint said second polygon with a different color for each three dimensional model.

**4. (previously amended)** The image generating system according to claim 1, wherein:

said contour generating means can generate said second polygon with a smaller quantity of shift and with a color closer to the color of said first polygon, as the three dimensional model exists more distantly from the screen.

**5. (previously amended)** The image generating system according to claim 2, wherein:  
said contour generating means can generate said second polygon with a smaller quantity of shift and with a color closer to the color of said first polygon, as the three dimensional model exists more distantly from the screen.

**6. (previously amended)** The image generating system according to claim 3, wherein:  
said contour generating means can generate said second polygon with a smaller quantity of shift and with a color closer to the color of said first polygon, as the three dimensional model exists more distantly from the screen.

**7. (currently amended)** A method of generating an image, comprising steps of:  
judging a direction of a polygon constituting a three dimensional model, in relation to a viewpoint; and

shifting vertices of a first polygon that face a back side in relation to the viewpoint, each in a direction of a normal, generating a second polygon by connecting said vertices thus shifted, and painting said second polygon with a color that is darker than a color of said first polygon;  
wherein the normal for each of the vertices of the first polygon is determined as an average of normals for each surface of the first polygon that abuts the vertex.

**8. (currently amended)** A storage medium that stores an image generating program, wherein said program causes a computer, which has read said program, to execute processes of:

judging a direction of a polygon constituting a three dimensional model, in relation to a viewpoint; and

shifting vertices of a first polygon that face a back side in relation to the viewpoint, each in a direction of a normal, generating a second polygon by connecting said vertices thus shifted, and of painting said second polygon with a color that is darker than a color of said first polygon; wherein the normal for each of the vertices of the first polygon is determined as an average of normals for each of a plurality of surfaces of the first polygon that abuts the vertex.

**9. (currently amended)** A computer program for causing a computer, which has read said program, to execute processes of:

judging a direction of a polygon constituting a three dimensional model, in relation to a viewpoint; and

shifting vertices of a first polygon that face a back side in relation to the viewpoint, each in a direction of a normal, generating a second polygon by connecting said vertices thus shifted, and of painting said second polygon with a color that is darker than a color of said first polygon;

wherein the normal for each of the vertices of the first polygon is determined as an average of normals for each of a plurality of surfaces of the first polygon that abuts the vertex.

**10. (previously presented)** A method of generating an image according to claim 7, wherein:

said second polygon is generated with a different quantity of shift for each three dimensional model.

**11. (previously presented)** A method of generating an image according to claim 7, wherein:

said second polygon is generated with a different color for each three dimensional model.

**12. (previously presented)** A method of generating an image according to claim 7, wherein:

said second polygon is generated with a smaller quantity of shift and with a color closer to the color of said first polygon, as the three dimensional model exists more distantly from the screen.

**13. (previously presented)** A storage medium storing the computer program for generating images according to claim 8, wherein:

said second polygon is generated with a different quantity of shift for each three dimensional model.

**14. (previously presented)** A storage medium storing the computer program for generating images according to claim 8, wherein:

said second polygon is generated with a different color for each three dimensional model.

**15. (previously presented)** A storage medium storing the computer program for generating images according to claim 8, wherein:

said second polygon is generated with a smaller quantity of shift and with a color closer to the color of said first polygon, as the three dimensional model exists more distantly from the screen.

**16. (previously presented)** A computer program according to claim 9, wherein:

said second polygon is generated with a different quantity of shift for each three dimensional model.

**17. (previously presented)** A computer program according to claim 9, wherein:  
said second polygon is generated with a different color for each three dimensional model.

**18. (previously presented)** A computer program according to claim 9, wherein:  
said second polygon is generated with a smaller quantity of shift and with a color closer to the color of said first polygon, as the three dimensional model exists more distantly from the screen.